WARNING!
DO NOT READ THIS IF YOU DON'T WANT TO SEE SPOILERS!

The Basic Idea:

The idea behind Silent Ruins of Earth was to have several small sub-galaxies instead of one really big normal galaxy. The sub-galaxies were to have been separated from each other by long stretches of empty space, making travel between them time-consuming and somewhat dangerous. It was intended that the player should be able to survive and complete missions in any sub-galaxy without leaving that sub-galaxy. Missions between sub-galaxies were exceptionally rare, difficult, and profitable. Each sub-galaxy was also intended to be distinctly different from every other sub-galaxy.

The current sub galaxies are:

The Imperial Cluster
The Core
The Scrren Conclave
Damma's Sabre (Nassanite Space)
The Guild Worlds
The Pleiades Union

The Plot:

The Earth government once controlled nearly all the space currently occupied by the Core, the Imperial Cluster, the Pleiades Union, and the Guild Worlds. Then there was a big, big war. The Core worlds were devestated, and the refugees fled to the fringes of space where they struggled to rebuild. The three primary new governments are the Vespasian League (in the Imperial Cluster), the Guild Worlds Cartel, and the Pleiades Union.

The Vespasian League has the largest population of any of the new human governments. It also has the most powerful military because of the large number of Earth ships that fled to the Imperial Cluster after the war, and because of the shipyards of Singularity Starcraft, a shipbuilding corporation that had existed in the Cluster before the war. The Vespasian League is most threatened by the Scrren Conclave, a powerful alien civilization in the Dragon's Head Nebula.

The Guild Worlds Cartel is a sort of oligarchy of ruthless corporate raiders who openly cooperate with pirates and slavers. In fact, slavery is a major business within the Guild Worlds. The Cartel's

primary method of exerting influence is through espionage and intimidation, which it does regularly to the Pleiades Union and the devestated worlds of the Core. The Cartel hates the Vespasian League more than any other entity in the galaxy because they realize the League is more powerful, and thus can't be intimidated.

The Pleiades Union is a loose federation of refugee planets, many of which have conflicting interests. Although they are constantly threatened by slavers, pirates, and the Guild Worlds Cartel, the feuding Union planets are continuously undermining their own efforts at unification. Trade with the Nassanite aliens has allowed the Union to survive so far.

The two primary alien governments are the Nassanites and the Scrren. The Nassanites only started exploring space recently, after their first contact with humans. Before meeting humans, the Nassanites had never considered the option of space exploration, even though they were technologically advanced. Now they love it, and they find humans endlessly interesting. Nassanite ships are silver.

The Scrren are very different. They consider themselves the supreme species in the galaxy, and the sole owners of the Dragon's Head Nebula. They are fierce warriors, merciless enemies, and just plain nasty. Scrren ships are the most powerful in the galaxy, and it's all the Vespasian League can handle to defend themselves against raids by the golden ships of these hostile aliens.

A third race of aliens are the Ulustrayans. The Ulustrayans are a mysterious, legendary race. Nobody knows where they live, or even if they truly exist.

The Core is an area of human space devestated by the war. It's planets are either empty or depopulated. Starvation, disease, and constant outlaw raids keep conditions in the Core in a deplorable state. The resettlement of Earth may be a goal of the plug.

There are several corporations worthy of mention as well:

Stellar Dynamics and Supergalactic Industries have profitable facilities in the Guild Worlds. They are particularly unscrupulous corporations, and their technology often ends up in the hands of pirates and slavers.

Avery Flying Machines is a corporation in hiding. Since the war its founder, the mysterious Constantine Avery, has not been seen publicly.

If you have any questions that aren't answered in this document, feel free to email me at:
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Good Luck!
-UniversalWolf

Special Tech Values:

Vespasian League.....128
Guild Worlds.....129
Pleiades Union.....130
Scrren Conclave.....132
Nassanite.....133
Ulustrayan.....134

Stellar Dynamics.....137
Singularity Starcraft.....138
Galland Cosmonautics.....139
Supergalactic Industries.....140
Kosmos Instrumentere.....141
Avery Flying Machines.....143
Supernova Enterprises.....144

Black Market Low.....200
Black Market High.....201
Black Market Very Rare.....202

Mission Bit Allocation:

Singularity Starcraft I.....0-10
Vespasian League Spacecorps.....11-20
Galland Kosmonautics.....21-30